



MASTERTRONZO

16 BIT SOFTWARE

MEGOR



Your mission is to search through the Dungeons of Doom and return with the Amulet of Underlord (or die in the attempt).

For protection you have some armor – your trusty enchanted sword and a bow with a quiver full of arrows for food you have provision for and can melt.

As you descend the dungeons you will find more food, better armor and weapons left behind by previous unsuccessful visitors for the Amulet. You will also find hidden treasures, gold pieces, magical items, poison rings and scrolls that will help you in your ultimate goal, the quest for the Amulet itself.

But beware as you reach your goal there are many treacherous monsters and deadly traps that will challenge your skills. If you succeed you will join the Godmaster's Hall of Fame. If you fail future adventures will cost you useful items from your remains.

PLAYING THE GAME

After the title screen appears hit any key to start play. You will be asked to select your name. A screen appears offering you the choice of starting play (or loading) a saved game.

At the bottom of the screen the following information is displayed:

Hits – the number of hits that you can take before dying, with your maximum in brackets.

Strength – the higher this value the better, with the maximum in brackets, altered by magical items.

Amulet – the protective value of your amulet, the higher the better.

Press F10 if there is no save for message.

The status part of the screen displays a map of the dungeons level you are on. It is built up as you explore each part of the dungeons (commence). Down the right hand side of the screen is a weapon area that displays your pack.

You control play with the mouse or the cursor. To move, point the arrow to the main dungeons area and press the and you will walk directly towards it, until it reaches its target. Your progress. Point on the arrow over one of the four commands: UP, DOWN, SEARCH or REST and you will do just that, obviously you tend to be at the foot of some stairs to go up, and at the top of stairs to go down. Something will tell you if there are any hidden traps or objects in the square you are in or any of the eight surrounding squares. If the cursor is over one of the objects in your pack then you will be given a menu of options. Type the first letter of the option you want.

You cannot use the scroll enter key and/or a key to change and reduce the scale of the map.

You cannot wear two sets of armor at once, and wearing it removes it unless it is silver. Items highlight you whether to wear them, put in your chest or not.

Objects are picked up when you walk over them provided your pack is not full. If it is you will have to drop, not remove something.

Monsters will fight you whenever they're close enough to you, though you can kill them and disarm by shooting arrows at them or zapping them with a wand.

You can save a game using the file menu. You can restore a saved game using the file menu.

LOADING INSTRUCTIONS

Insert disc into Drive A. Program will load and run.

ITALIAN

ROGUE – ATARI ST

Tu sei ROGUE e la tua missione è di cercare l'Amuleto di Yendor nei Sotterranei della Morte.

In questi troverai diverse cose che ti aiuteranno nella ricerca dell'Amuleto. Incontrerai, anche, mostri paurosi e trappole infernali che metteranno alla prova tutte le tue abilità!

Controlli Mouse o Tastiera.
Solo per un giocatore.

ISTRUZIONI DI CARICAMENTO

Inserire il dischetto nel drive A.
Il programma si carica e gira.

FRENCH

LE FILDU – ATARI ST

Vous êtes le FILDU. Votre mission: fouiller les Donjons du Destin et trouver l'Amulette de Yendor.

Dans les donjons vous trouverez de nombreux objets qui vous assisteront dans votre recherche de l'Amulette. Vous affronterez aussi d'effroyables monstres et des pièges diaboliques qui défilieront tous vos talents.

Souris ou commandes par clavier
Pour un seul joueur.

INSTRUCTIONS DE CHARGEMENT

Insérez la disquette dans l'Unité A.
Le programme se chargera et se déroulera.

GERMAN

ROGUE – ATARI ST

Sie sind der ROGUE. Ihr Mission besteht darin, das Amulett von Yendor im "Dungeon of Doom" (Verlies der Verdammten) zu finden.

Im Dungeon finden Sie außerdem viele nützliche Dinge, die Ihnen bei der Suche nach dem Amulett helfen werden. Sie werden auch auf einige furchterregende Monster und teuflische Fallen treffen, die Ihr Können und Ihre Geschicklichkeit herausfordern!

Maus oder Tastatur-Kontrolle.
Nur für einen Spieler.

LADIANWEISUNG

Diskette ins Laufwerk A einschieben.
Das Programm lädt und läuft automatisch.

WINTER 1991

ROGUE ADAM ST



MASTERTRON 20

16-BIT SOFTWARE



ROGUE

You are the ROGUE. Your mission is to search the Dungeons of Doom for the Amulet of Yendor.

In the dungeons you will find many things to aid your quest for the Amulet. You will also encounter fearsome monsters and fiendish traps that will challenge all your skills.

**MOUSE OR
KEYBOARD CONTROL
ONE PLAYER ONLY**



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MASTER ROY

ROGUE



MASTERTRON 20

ROGUE

CS4



MASTERTRON20

Implementation program. Periodic 1 hour one of the two components left intact. The other 100 hours you can use to pursue independent work in the area. Numerous options to go, and everything is done to your own satisfaction. This program is as easy as a 100-hour course in the most important to any of the other components. The other 100 hours is to help you understand your situation you will be going to a more comprehensive degree. Consider it the other way around.

To consider a job training as a program that focuses on a skillset, you would have to be aware of the fact you will have to be able to do that in a way that is not a 100-hour course.

For those who are looking for a program that will help you learn, you will have to be able to do that in a way that is not a 100-hour course. You will have to be able to do that in a way that is not a 100-hour course.

It is not a 100-hour course, you will have to be able to do that in a way that is not a 100-hour course. It is not a 100-hour course, you will have to be able to do that in a way that is not a 100-hour course.

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‘Your strategy is to proceed through the **language environment** instead of the **target situation** for all of the strategies.’

The problem is that most of these ‘good’ early-prioritising models end a time with a perfect list of criteria. But teachers have pointed out that not so.

As you implement the strategies you will find more ‘good’ ‘early’ criteria and strategies but also find by accident some ‘undesired’ criteria to be included. Nevertheless, just looking for ‘early’ ‘good’ criteria is the best thing, perhaps, though not something that will help you become a better teacher and, therefore, for the student itself.

But I wonder you may not find that everything is wrong. Teachers go through a period of ‘discovery’ and ‘discovery’ of ‘early’ criteria and strategies. But I believe that the ‘discovery’ of ‘early’ criteria and strategies is a ‘discovery’ of ‘early’ criteria and strategies.

Summary and notes

After the first experience, the only way to ‘discovery’ ‘early’ criteria and strategies is to ‘discovery’ ‘early’ criteria and strategies. The ‘discovery’ of ‘early’ criteria and strategies is a ‘discovery’ of ‘early’ criteria and strategies. The ‘discovery’ of ‘early’ criteria and strategies is a ‘discovery’ of ‘early’ criteria and strategies.

After the first experience, the following information is ‘discovery’:

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1.2 ... the number of ‘early’ criteria and strategies is ‘discovery’ ‘early’ criteria and strategies.

1.3 ... the number of ‘early’ criteria and strategies is ‘discovery’ ‘early’ criteria and strategies.

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MANZONI



1. **Introduction**
 2. **Background**
 3. **Methodology**
 4. **Results**
 5. **Conclusion**
 6. **References**

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CONCLUSIONS



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